K-RAZY ANTIKS™

By K·BYTE™

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CBS Software

SETTING UP YOUR COMPUTER

1. Hook up your computer following manufacturer's instructions.

2. For Atari® Home Computers:
a. Insert the game cartridge into the cartridge slot before turning the computer on. On the Atari 800,™ use LEFT CARTRIDGE slot.
b. Plug a Joystick Controller firmly into the left controller jack.

For Commodore VIC-20™ Computers:
a. Insert the game cartridge (label side up) into the rear Expansion Port before turning the computer on.
b. Plug a Joystick Controller firmly into the side Game Port.

3. Turn your TV set on and adjust volume.

4. Turn your computer on.

5. To restart a game, press "Start" on your Atari computer or the "f7" key on your VIC-20.

Program © 1983 Kay Enterprises Co.

Program Created and Written By Kenneth & Merrilee Otto.
VIC-20 Conversion Program By Steve Adams.

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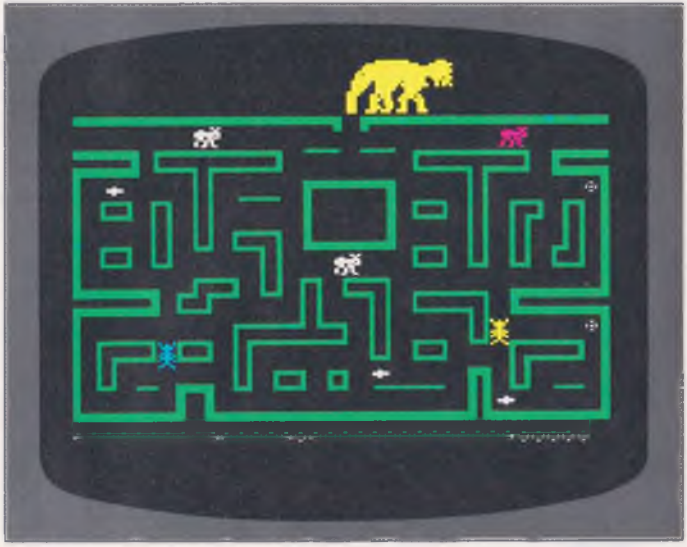
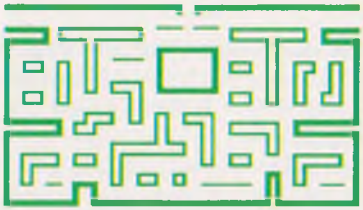
K-RAZY ANTIKS™

The object of the game is to guide your resident White Ant through the maze of tunnels in the Anthill while avoiding the hostile Enemy Ants, the Anteater and the Torrential Rain Floods.



ANT HILLS



K-Razy Antiks™ offers six Anthills (mazes).

You may choose any one of the six by pushing the "Select" Button* or moving the Joystick Controller in any direction. Each Anthill challenges you to a completely different maze of tunnels requiring great dexterity to protect your White Ant.

*In the VIC-20 version, use the "f1" key.

WHITE ANTS

You must carefully guide your resident White Ant through the maze of tunnels while picking up Enemy Eggs to prevent their perpetuation and, simultaneously, deposit your White Eggs to ensure the continuation of the White Ants. If you are destroyed by coming in contact with an Enemy Ant, the Anteater's protruding tongue or the Flood Waters, you will only rehatch if you have at least one White Egg remaining in the Anthill. If you don't, the game is over.

ENEMY ANTS

There are four Enemy Ants invading your Anthill. Their "search and destroy" mission is to chase and track down your White Ant while devouring all the White Eggs in their path. If the Enemy Ants don't have Enemy Eggs left in the Anthill and are hit by an exploding White Egg, or come in contact with the Anteater's tongue or the Flood Waters, they will be destroyed and appear in the Ant Trap. If they have eggs left in the Anthill, a remaining egg will hatch into an Enemy Ant to continue the mission.

WHITE EGGS

As the game begins, you have forty White Eggs in reserve shown at the bottom of your screen.* Each egg you deposit in the anthill, reduces by one, the number of eggs left in reserve. When an egg (whether White or Enemy) is about hatch, it will briefly turn blue, then hatch into the appropriate type of ant.

* In the VIC-20 version, five additional eggs will already be present in the Anthill at the start of Level 1. Enemy Ants will not be able to eat these eggs.

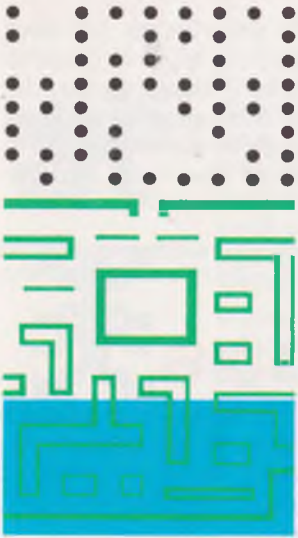
ENEMY EGGS

As you maneuver your White Ant over the Enemy Eggs, you will pick them up and begin flashing. When you deposit them, they will explode, destroying any Enemy Ants that may be following close behind you.

ANTEATER

At random intervals, the Anteater will enter at the top of your screen to invade the Anthill. The Anteater's long tongue will enter through the opening at the top of the Anthill, reaching down into the hill choosing various tunnel paths at random.

RAIN FLOOD



Torrential rains will flood your Anthill at unexpected times. The height of the Flood Water may change, but the top of your Anthill is always dry and safe. The Flood Waters destroy only living ants, not eggs.

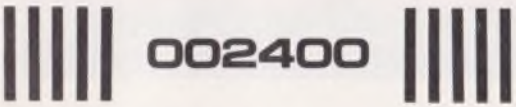
NOTE: Remember, if your White Ant comes in contact with the Anteater's tongue or the Flood Water, it will be destroyed. It can only rehatch if you have eggs remaining in the Anthill.

ANT TRAP

Your goal is to skillfully maneuver all four Enemy Ants into the Ant Trap; and advance to the next higher level of play. Do this by picking up Enemy Eggs and depositing them directly in front of an Enemy Ant or by luring Enemy Ants either into the Flood Waters or into the path of the Anteater's tongue.

Remember; Enemy ants will appear in the Ant Trap only if there are no Enemy Eggs left to rehatch in the Anthill.

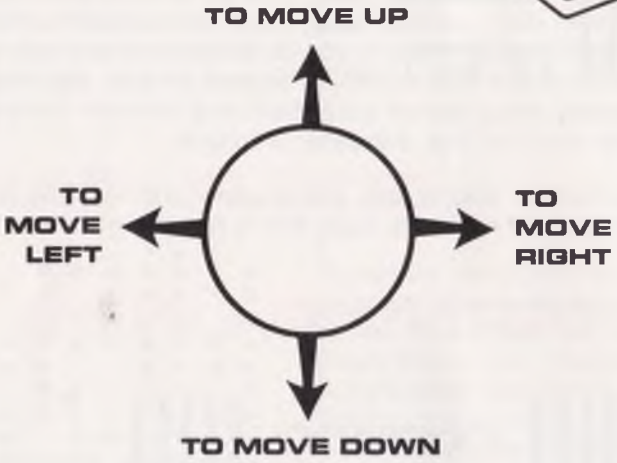
WARNING LINES



Striped lines will appear at the top of the screen on either side of the score as a "warning" that your last White Egg in the Anthill has been consumed. If you are destroyed before you lay more eggs, the game will be over.

JOYSTICK CONTROLLER

Use your Joystick Controller to maneuver your White Ant.



Hold the controller with the Red Button to your upper left. Move controller to right to move your White Ant to the right; move it to the left to move left; pull the Joystick toward you to move down and push it forward to move your White Ant up.

Push the Red Button to deposit your eggs in the Anthill. When you have picked up an Enemy Egg and are "flashing," just push the Red Button to deposit an exploding egg.

SCORING

You will receive 1,000 points for each Enemy Ant that appears in the Ant Trap. You will receive 10 points for each Enemy Egg you pick up and 200 points for each exploding egg you deposit that destroys an Enemy Ant. For each Enemy Ant that is destroyed by the Flood Water or eaten by the Anteater, 100 points will be added. When you complete the game successfully and have all four Enemy Ants in the Ant Trap, you will receive 100 points for each White Ant Egg remaining in reserve at the bottom of the screen.

ENEMY ANTS	POINTS
In Ant Trap	1,000
Eaten By Anteater	100
Destroyed By Rain Flood	100
Destroyed By Exploding Egg	200
Egg Picked Up By White Ant	10
Each White Egg Remaining In Reserve After Game is Completed	100

BONUS WHITE EGGS

You may acquire 5 bonus White Eggs by depositing an explosive egg on top of an Enemy Egg that is hatching (has turned blue). You will also receive 5 bonus eggs if the Anteater eats an Enemy Egg that is hatching.

HELPFUL HINTS

Space your eggs out as your deposit them. Several eggs layed close together can be more easily devoured by the Enemy Ants.

Deposit your White Eggs in remote areas when you are not being closely tracked by the Enemy Ants.

Once you have picked up an Enemy Egg and are "flashing," wait to deposit it when an Enemy ant is close to you, or drop it on a hatching Enemy Egg.

When the Rain Flood starts, quickly lead the Enemy Ants toward the bottom flood area, then retreat swiftly to safety at the top of the Anthill.

When you hear the Anteater coming, position your White Ant ahead of the Anteater's tongue, luring the Enemy Ants into the danger area.

Be alert to the Striped Lines, so you can maintain a supply of White Eggs in the Anthill.

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CBS Software 601 Doremus Avenue
Newark, NJ 07105

In the event that your cartridge is replaced, the replacement will be continued on the original warranty for the balance of its term or for 30 days, whichever is longer.

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